DEATHMAZE

5000

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TRS-80 MODEL I LEVEL II 16K
TRS-80 MODEL III LEVEL II 16K
MED SYSTEMS SOFTWARE

Defective tapes will be replaced promptly upon return. Such
reorders will be filled within 48 hours whenever humanly
possible.

No warranty is either expressed or implied concerning the
validity or desirability of any piece of software. We welcome
comments or complaints and try to satisfy, but realize that we
cannot please everyone.

Our tapes are left open for user inspection and modification.
Therefore, we highly recommend the making of a back-up copy.

Several reasons tapes won't load are:

(1) Dirty tape heads—clean.
(2) Tape drag—tap cassette on both sides.
(3) Magnetization—demagnetize heads frequently.

Please check these before unnecessarily returning a cassette.

Deathmaze 5000 is a full scale three-dimensional adventure. You move through a gigantic five story building depicted graphically on your monitor in 3-D perspective. Scattered through this building are a multitude of objects and incredible obstacles. Your only goal is to leave Deathmaze. Alive.

Movement is via the four arrow keys. The up arrow actually moves you ahead one step. The other arrows turn you left, right, and around. Graphics generation is instantaneous, this being a machine language program. Additionally, several one word commands will fling you down hallways. One of these is FART.

At any time one and two word commands may be issued. These allow you to manipulate objects, solve problems, and probably get yourself killed. You must be on top of a box or other object to manipulate it. Some useful commands are OPEN BOX, GET, KILL, DROP, and HELP. Many, many more exist.

A game may be saved at almost any time. Simply type SAVE GAME. A save, as well as a restore, takes under five seconds.

The five levels of Deathmaze 5000 are connected by pits, elevators, and a scientific marvel. Connections are not always obvious. Some are deathtraps. Further, many actions are order related. You may have to accomplish one action before safely committing another.

Deathmaze is gigantic. There are **over 500** locations. Be patient. You will not solve Deathmaze during the first week. Or the first month. Make maps. And above all, BE CAREFUL!

LOADING INSTRUCTIONS

Tape Users:
(1) Turn off your TRS-80, then on again.
(2) Press **ENTER** in response to **MEM SIZE?**.
(3) Type **SYSTEM (ENTER)**.
(4) You will be prompted by a *?. Prepare your cassette for loading, then type **DEATH (ENTER)**. Stars will flash in the upper right corner of your monitor as the tape is loaded. The flashing will be slower than a typical CLOAD.
(5) If the stars do not flash or a **C** (checksum error) is displayed, adjust the volume and repeat the procedure.
(6) A *? prompt will appear when loading is complete. Type / **(ENTER)**. Deathmaze 5000 will assume control of your machine. Normal entry is at 22590.

To save to DISK (requires 32K memory):
(1) Turn off your entire TRS-80 system. Turn on your expansion interface and disk drive(s). While holding down **BREAK**, turn on your TRS-80. DOS should **not** be activated.
(2) Perform steps 2-5 above.
(3) Place a DOS system diskette with at least 15 free grans in drive Ø.
(4) In response to *?, type /18579 **(ENTER)**. The program will relocate itself to high memory and reboot DOS.
(5) Type **DUMP DEATH (START=X'8000',END=X'BD12')**. Deathmaze is now saved on disk.

To run from DISK:
(1) Activate your system under DOS.
(2) Type **LOAD DEATH/CIM (ENTER)**.
(3) While holding down **BREAK**, press the reset button on the back of the TRS-80. Do **NOT** power down.
(4) Press **ENTER** in response to **MEM SIZE?**.
(5) Type **SYSTEM (ENTER)**.
(6) Type /34232 **(ENTER)** in response to *?. Deathmaze will relocate itself and take control of your machine.

Note: A TRAnsfer in the DUMP command may or may not be possible under your DOS. Debounce and other vectored routines are pretty standard, and reside in volatile memory. A reset is necessary to reinitialize the DCB vectors.

INFORMATION SHEET FOR 3-D ADVENTURES

The graphics you will see once you run your program are a 3-D perspective representation. You are **not** looking down from above. Look into your monitor as though you were looking down a hallway. To move forward one step, press the " ↑ " arrow. The "←", "→", and "↓" arrows rotate you in place only. They do not move you. This allows you to look down side passages as you come to them.

Many objects are scattered through the mazes and buildings. Typically, they are in boxes. You will see the box as you approach it. To manipulate the object in the box, you must be on top of the box. Move toward the box until you are on top of it. At this point, you will no longer be able to see the box since it will be directly under you. You can now do several things. You can pick up the box (TAKE BOX or GET BOX). You can open the box for a peek inside (OPEN BOX), which produces the description of the object inside. If you know what is in the box, you can GET that object directly without opening the box first (GET SWORD). Opening a box that is in your inventory places the object that is in the box into your inventory. Elevator doors are opened via OPEN DOOR.

The magnitude of these programs makes some ability to continue them at a later date a must. A game in progress can be saved by typing SAVE GAME. If you are using a tape based version, the program will tell you to prepare your cassette. This means put in a blank tape, make sure it is fast-forwarded beyond the leader, and place the tape recorder in RECORD mode. Once you hit a key, the game will be saved to tape. This takes about 5 seconds. It is a good idea to do this twice, just in case one of the saved games is bad. Saving a game can be done at almost any time during a game. If you feel you might be killed just around the corner, save the game before going around that corner. If you do get killed, you won't have to start entirely from scratch.

Games can be restored by answering "yes" when asked such by the computer. To restore a game, either at the beginning, or after a QUIT, simply rewind the tape to before the saved game, press PLAY, and hit any key on the computer. The game will be read from the tape and play will resume from the previous point.

Disk versions will give appropriate instructions for saving to either disk or tape.